## **Abstract**

A method for creating special effects comprising capturing an image of an object or objects in motion from each of a plurality of cameras aligned in an array, assembling said images from each said camera into a series of images in a manner providing a simulation of motion from a perspective along said array with respect to said object or objects within said images when said series of images is displayed in sequence, wherein certain of said object or objects appear substantially stationary in time during the simulation of motion.